ATARI
GAMES

SYSTEM 1™

MARBLE MADNESS

A Warner Communications Company

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Atari System I makes the magic in new Marble Madness!

The next generation conversion system.

ATARI SYSTEM I is revolutionary feature for feature the most advanced conversion system in the industry At a revolutionary *low price*

The Base Unit includes a durable contemporary cabinet designed to accept a variety of game configurations, a monitor, side-panel graphics, and main electronics

The Game Kits, which will be available every 3–4 months, include a pop-in game board and attraction-panel graphics Kits may also include a new control panel with graphics

Exclusive new features.

No other conversion system offers these expansive capabilities and features

Exclusive Hardware and Software Design.

- Over one megabyte of program and graphics memory—more than 10 times the capacity of all other conversion systems
- Scrolling playfield capability
- Motorola 68010 16-bit processor delivers the fastest processing speed ever—for more screen action
- Comprehensive statistics in self-test give all the data you need to select the best options for different locations

Key Benefits Allows long-term software versatility and creativity to deliver innovative games and maximum earnings

Superior Graphics.

- 56 motion objects—over three times more than other conversion systems
- 256 colors on any one screen
- 336 x 240-pixel screen resolution

Key Benefits Provides the detailed graphics and quality animation that today's players expect to see

State-of-the-Art Sound System

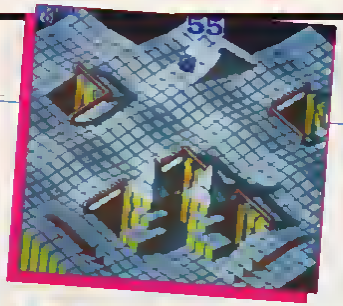
- Custom chip set for revolutionary music
- Exclusive sound-effects chip
- Separate speech processor for voice synthesis

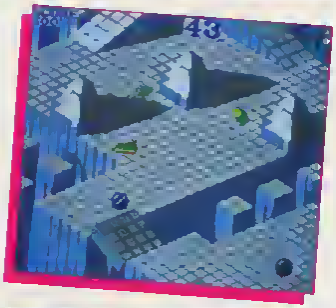
Key Benefits Brings a new element of excitement and added entertainment value for players

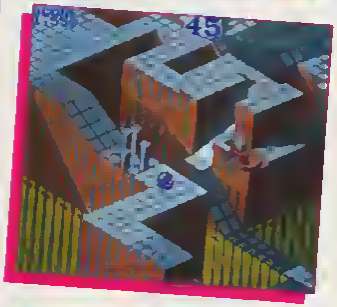
Contemporary Cabinet Design.

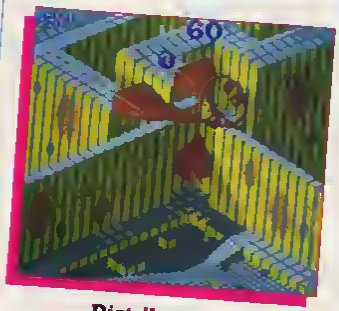
- Full front access to electronics
- Horizontal and vertical monitor rotation capability

Key Benefits Provides reduced maintenance efforts and flexibility in game offerings









Distributed by:

Marble Madness. Translating high tech into flat-out fun!

- Competitive 2-player simultaneous marble race Two players against each other or single players against the clock
- Dazzling color, startling animation
- Full stereo music score written especially for Marble Madness builds emotion and excitement
- In a 2-player game, the losing player can buy into the next level to continue the 2-player challenge
- Easy-to-use dual Trak-Balls™ (one for each player) provide complete 360° control
- 3-D playfields scroll along with marbles as race continues, providing realistic feeling of motion and gravity

Game Play.

Player controls his marble with a Trak-Ball and races against time (and an opponent in a 2-player game) to reach the goal line at the bottom of the playfield

Crashing or collision with playfield obstacles causes loss of time to complete the race

Six different waves provide increasing challenge Playfields obstacles and colors change with each level

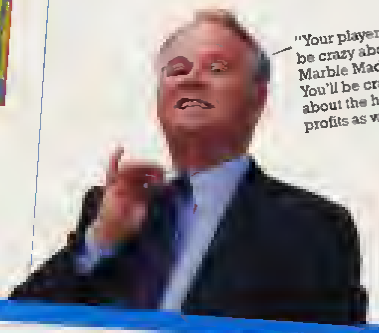
Wave 5 is the "silly wave" where preceding rules and laws are backwards The player may attack obstacles for points and generally experiences different laws of gravity It's a break or 'bonus' wave' Wave 6 is the final "ultimate wave." Completion of this very difficult level ends the game

Operator Options.

Five different setting are available to adjust the time allowed for each level

Dimensions.

Height 70 in , 178 cm **Width** 26 25 in , 64 cm **Depth** 34 5 in 87 cm **Weight** 327 lbs



"Your players will be crazy about Marble Madness You'll be crazy about the high profits as well"

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